AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application.

1.   (Original) A gaming terminal for playing a basic wagering game and a bonus game, comprising:

> at least one display for displaying a randomly selected outcome for said basic wagering game, said randomly selected outcome being selected from a plurality of outcomes in response to receiving a wager input from a player, said plurality of outcomes including a start-bonus outcome; and

> wherein, in response to said start-bonus outcome being said randomly selected outcome, said at least one display displaying a lottery ticket with lottery numbers thereon and a real-life video of a lottery drawing in which number-bearing lottery balls are randomly selected, said player achieving a bonus award in response to a match between at least some of said lottery numbers and said selected number-bearing lottery balls.

2.   (Original) The gaming terminal according to claim 1, further comprising a network interface for connecting said gaming terminal to a network of gaming terminals.

3.   (Original) The gaming terminal according to claim 1, further comprising a controller for randomly selecting said number-bearing lottery balls.

4.   (Original) The gaming terminal according to claim 2, wherein said controller resides in said gaming terminal.

5.   (Original) The gaming terminal according to claim 2, wherein said controller resides on a network server to which several gaming terminals are connected.

6.   (Original) The gaming terminal according to claim 2, wherein said controller randomly selects said lottery numbers on said lottery ticket.

7.   (Original) The gaming terminal according to claim 1, further comprising a player input mechanism for allowing said player to select said lottery numbers.

8.   (Original) The gaming terminal according to claim 1, further comprising a storage unit located in said gaming terminal for storing said real-life video.

9.   (Original)   The gaming terminal according to claim 1, further comprising a storage unit located on a network to which several gaming terminals are connected, said storage unit storing said real-life video.

10.   (Original)   The gaming terminal according to claim 1, further comprising a player identification system for identifying said player, said player identification system causing said at least one display to display a customized greeting to said player.

11.   (Original)   The gaming terminal according to claim 10, wherein said player identification system further causes said at least one display to display a lottery ticket having lottery numbers that are preselected by said player and stored within said player identification system.

12.   (Original)   The gaming terminal according to claim 1, further comprising a video unit connected to said gaming terminal for processing said real-life video and providing full-screen, full-motion playback of said real-life video to said at least one display.

13.   (Original)   The gaming terminal according to claim 12, wherein said video unit is a separate unit that is capable of providing said full-screen, full-motion playback on a stand-alone basis.

14.   (Canceled)   A method of conducting a basic wagering game and a bonus game on a gaming terminal, comprising:

accepting a wager input for said basic wagering game;

displaying a randomly selected outcome for said basic wagering game in response to said wager input, said randomly selected outcome selected from a plurality of outcomes that includes at least one start-bonus outcome; and

wherein if said randomly selected outcome is said at least one start-bonus outcome, said method further comprises:

playing back a real-life video of a lottery drawing in which number-bearing lottery balls are randomly selected;

determining whether lottery numbers associated with said player match said selected number-bearing lottery balls; and

awarding a bonus award in response to a match between at least some of said lottery numbers and said selected number-bearing lottery balls.

15.   (Canceled)   The method according to claim 14, further comprising randomly selecting said lottery numbers.

16.   (Canceled)   The method according to claim 14, further comprising allowing said lottery numbers to be manually selected by a player of said bonus game.

17.   (Canceled)   The method according to claim 14, further comprising displaying a list of bonus awards corresponding to a number of matches between said lottery numbers and said number-bearing lottery balls.

18.   (Canceled)   The method according to claim 14, further comprising playing back a real-life video of a person announcing a winner of said bonus award.

19.   (Canceled)   The method according to claim 14, further comprising performing said step of playing back a real-life video using full-screen, full-motion video clips.

20.   (Canceled)   A gaming terminal, comprising:

a first display configured to display a randomly selected outcome from a basic wagering game, said randomly selected outcome being selected from a plurality of outcomes in response to receiving a wager input, said plurality of outcomes including at least one start-bonus outcome; and

a second display, wherein if said at least one start-bonus outcome is said randomly selected outcome, said second display is configured to display a lottery ticket with lottery numbers thereon, and play back a real-life video of a lottery drawing in which number-bearing lottery balls are randomly selected.

21.   (Canceled)   The gaming terminal according to claim 20, wherein at least one of said first and second displays indicates a bonus award if there is a match between at least some of said lottery numbers and said selected number-bearing lottery balls.

22.   (Canceled)   The gaming terminal according to claim 20, wherein said real-life video is streamed from a network to said gaming terminal.

23.   (Canceled)   The gaming terminal according to claim 20, wherein said real-life video is stored locally on said gaming terminal.

24.   (Canceled)   The gaming terminal according to claim 20, wherein said real-life video is a composite of several real-life video clips selected from a real-life video clips library.

25.   (Canceled) The gaming terminal according to claim 24, wherein said real-life video clips library includes a real-life video clip for a predetermined number of outcomes for said lottery drawing.

26.   (Canceled) The gaming terminal according to claim 20, wherein said bonus award is equal to a progressive jackpot if all of said lottery numbers match said number-bearing lottery balls, said progressive jackpot based on coin-in data from several gaming terminals connected together over a network.

27.   (Canceled) The gaming terminal according to claim 20, wherein said real-life video includes an animated close-up view of every possible combination of number-bearing lottery balls.

28.   (Canceled) The gaming terminal according to claim 20, further comprising a video unit connected to said gaming terminal for processing said real-life video and providing full-screen, full-motion playback of said real-life video to said second display.

29.   (Canceled) The gaming terminal according to claim 28, wherein said video unit is a separate unit that is capable of providing said full-screen, full-motion playback on a stand-alone basis.

30.   (Original) A method of conducting a wagering game, comprising:

allocating lottery numbers to a player of said wagering game;

storing a plurality of real-life video clips showing different outcomes of a lottery drawing with number-bearing lottery balls;

randomly selecting an outcome for said wagering game; and

playing back one of said plurality of real-life video clips corresponding to said randomly selected outcome.

31.   (Original) The method according to claim 30, wherein said wagering game is a basic wagering game.

32.   (Original) The method according to claim 30, wherein said wagering game is a bonus game that is initiated upon occurrence of a predetermined outcome for a basic wagering game.

33.   (Original) The method according to claim 30, wherein said step of allocating includes randomly selecting said lottery numbers.

34.   (Original) The method according to claim 30, wherein said step of allocating includes allowing the player to manually select said lottery numbers.

35.   (Original) The method according to claim 30, wherein said plurality of real-life video clips includes a real-life close-up view of every possible combination of number-bearing lottery balls.

36.   (Original) The method according to claim 30, wherein said plurality of real-life video clips includes a real-life close-up view of certain ones every possible combination of number-bearing lottery balls.

37.   (Original) The method according to claim 30, wherein said step of randomly selecting an outcome includes said number-bearing lottery balls rolling from a drum of lottery balls down a chute path and into a chute, said plurality of real-life video clips including a close-up view of each number-bearing ball rolling down a portion of said chute path.

38.   (Original) The method according to claim 30, wherein said plurality of real-life video clips includes an animated close-up view of every possible combination of number-bearing lottery balls.

39.   (Original) The method according to claim 30, wherein said plurality of real-life video clips are full-screen, full-motion video clips.

40.   (Canceled) A method of conducting a wagering game on a gaming terminal, comprising:

>   allowing a player to manually select a plurality of lottery numbers for said wagering
>   game;
>
>   displaying said plurality of lottery numbers on said gaming terminal;
>
>   randomly selecting an outcome for said wagering game; and
>
>   playing back a real-life video clip showing a lottery drawing corresponding to said .
>   randomly selected outcome.

41.   (Canceled) The method according to claim 39, wherein said gaming terminal is a slot machine and said wagering game is a bonus game conducted on said slot machine.

42.   (Canceled) The method according to claim 39, further comprising awarding a bonus award if there is a match between at least some of said lottery numbers and said outcome for said wagering game.

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43.   (Canceled) The method according to claim 42, wherein said bonus award is equal to a progressive jackpot if all of said lottery numbers match said outcome for said wagering game, said progressive jackpot based on coin-in data from several gaming terminals connected together over a network.

44.   (Canceled) The method according to claim 39, wherein said real-life video clip is streamed from a network to said gaming terminal.

45.   (Canceled) The method according to claim 39, wherein said step of randomly selecting an outcome includes said number-bearing lottery balls rolling from a drum of lottery balls down a chute path and into a chute, said real-life video clip including a close-up view of each number-bearing ball corresponding to said randomly selected outcome rolling down a portion of said chute path.

46.   (Canceled) The method according to claim 45, wherein said real-life video clip includes an animated close-up view of every possible outcome for said wagering game.

47.   (Canceled) The method according to claim 39, wherein said real-life video clip is a full-screen, full-motion video clip provided by a stand alone video unit.

48.   (Original) A method of conducting a wagering game on a gaming terminal, comprising:

        storing, in a database, a set of player-preferred selections from an array of player-selectable options, said array used for determining a randomly selected outcome to said wagering game;

        retrieving said set of player-preferred selections from said database;

        applying said set of player-preferred selections to said wagering game; and

        determining an outcome of said wagering game based on said applying step.

49.   (Original) The method according to claim 48, wherein said outcome of said wagering game is determined by comparing said player-preferred selections with randomly selected options from said array of player-selectable options.

50.   (Original) The method according to claim 48, further comprising displaying said array of player-selectable options prior to said retrieving step.

51.   (Original) The method according to claim 48, wherein said wagering game is a lottery game.

52.   (Original) The method according to claim 48, wherein said database is stored on a network to which said gaming terminal is connected.

53.   (Original) The method according to claim 52, further comprising retrieving said set of player-preferred selections based on a player's identity.

54.   (Canceled) A gaming terminal, comprising:

at least one display configured to display a randomly selected outcome from a basic wagering game, said randomly selected outcome being selected from a plurality of outcomes in response to receiving a wager input, said plurality of outcomes including at least one start-bonus outcome;

wherein if said at least one start-bonus outcome is said randomly selected outcome, said at least one display is configured to display a lottery ticket with lottery numbers thereon, and play back a real-life video of a lottery drawing in which number-bearing lottery balls are randomly selected; and

a video unit connected to said gaming terminal for processing said real-life video and providing full-screen, full-motion playback of said real-life video to said at least one display.

55.   (Canceled) The gaming terminal according to claim 54, wherein said video unit is a separate unit that is capable of providing said full-screen, full-motion playback on a stand-alone basis.

56.   (Canceled) The gaming terminal according to claim 54, wherein said video unit is a DVD player and said real-life video is stored on a DVD.
The gaming terminal according to claim 54, wherein said video unit is a digital video recorder and said real-life video is stored on a magnetic storage unit,

57.   (Canceled) The gaming terminal according to claim 54, wherein said video unit is a digital video recorder and said real-life video is stored on a magnetic storage unit.

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